ALYSSA REYES

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EDUCATION

University of California, Irvine   **GPA: 3.689**
Computer Science, B.S   *Dean's Honor List*

RELEVANT COURSEWORK

- Data Structures
- Algorithms
- Data Management
- Artificial Intelligence
- Machine Learning
- Information Retrieval
- Requirements Eng.
- Systems Design
- Embedded Systems

TECHNICAL SKILLS

Languages: Python, C++, JavaScript, SQL, C, Java, HTML/CSS, R, Tagalog
Technologies/Frameworks: React, Figma, Git, AWS, MySQL, Node, Pandas, Scikit-Learn, NumPy

PROJECTS

Snap & Safe | *React, JavaScript, CSS, Figma, Google Gemini API*   **April 2024**
- Built a web application for LA Hacks 2024 to help users identify unfamiliar medications and labels
- Integrated the Google Gemini API to accurately recognize medications and product labels
- Developed the front-end with React and JavaScript, delivering a responsive and user-friendly interface

Plan-It | *React, JavaScript, CSS, Firebase, Figma, Google Places API*   **January 2024**
- Created a full-stack web application for IrvineHacks 2024, enabling users to visually plan and map trip itineraries
- Utilized Firebase for back-end development, supporting real-time data synchronization and user authentication
- Integrated Google Places API to allow users to search and map locations for their trips
- Designed the UI/UX in Figma and developed the front-end with React and JavaScript for a seamless user experience

Search Engine | *Python*   **December 2023**
- Developed a search engine that is capable of handling tens of thousands of documents or web pages in Python
- Designed an inverted index with complex ranking and retrieval mechanisms to have a query time of under 300ms

Zot Vote | *C*   **June 2023**
- Created a simplified version of PollEverywhere in C, simulating a polling application commonly used in classrooms
- Developed client-server architecture and applied concurrency and threading techniques to manage real-time data updates

EXPERIENCE

Video Game Design Club @ UCI   **September 2023 – present**
UI/UX Designer   *Irvine, CA*
- Designed intuitive UI for game menus, HUDs, and in-game interfaces, optimizing player engagement and experience
- Partnered with graphic artists in Figma to create user interfaces, ensuring timely delivery of high-quality designs
- Incorporated feedback from stakeholders and playtesters to iteratively refine and enhance the user interface

The Coder School   **November 2022 - present**
Coding Coach   *Irvine, CA*
- Tutored 20+ students (elementary to high school) in Python, C++, and Java
- Simplified complex topics such as algorithms, data structures, and error handling
- Guided students through coding projects, enhancing their programming skills and understanding
- Promoted a supportive learning environment to boost student confidence and engagement in coding